

**Amendments to the Claims:**

1. through 7. (Canceled)

8. (Currently Amended) A method of bundling messages for a mobile subscriber in an instant message system to minimize mobile system connection overhead, comprising:

queueing instant messages intended for the mobile subscriber in a message buffer while the mobile subscriber is not registered with the instant message system;

notifying the mobile subscriber that instant messages are available for download from the message buffer only when the mobile subscriber has multiple messages stored in the message buffer to minimize connection overhead in the network; and

facilitating connection of the mobile subscriber to the instant message system to enable the mobile subscriber to retrieve the queued instant messages.

9. (Previously Presented) The method of claim 8, wherein the notifying the mobile subscriber comprises notifying the mobile subscriber when a number of queued instant messages intended for the mobile subscriber reaches a predetermined number.

10. (Previously Presented) The method of claim 8, wherein the notifying the mobile subscriber comprises notifying the mobile subscriber when at least one queued instant message intended for the mobile subscriber has been queued for a predetermined amount of time.

11. (Original) The method of claim 10, wherein the notifying the mobile subscriber when queued instant message parameters reach a predetermined limit comprises notifying the mobile subscriber when a predetermined number of buddies send messages intended for the mobile subscriber within a predetermined amount of time.

12. (Previously Presented) The method of claim 8, wherein the notifying the mobile subscriber comprises notifying the mobile subscriber when a predetermined number of buddies send a predetermined number of messages intended for the mobile subscriber within a predetermined amount of time.

13. (Canceled)

14. (Previously Presented) The method of claim 8, wherein the notifying the mobile subscriber is based at least in part on a number of instant message session participants.

15. (Previously Presented) The method of claim 8, wherein the notifying the mobile subscriber is based at least in part on one of mobile network traffic parameters and mobile subscriber subscription parameters.

16. (Canceled)

17. (Original) The method of claim 8, further comprising:  
causing the mobile subscriber to register with the instant message system when the  
mobile subscriber wants to participate in an instant message session; and  
indicating to buddies of the mobile subscriber that the mobile subscriber is available for  
receiving instant messages.

18. (Original) The method of claim 8, further comprising downloading the queued  
instant messages intended for the mobile subscriber when one of a high priority instant message  
is received and the mobile subscriber sends an outgoing message.

19. (Original) The method of claim 8, further comprising notifying buddies of the  
mobile subscriber that the mobile subscriber is connected through a wireless system upon  
initiation of the queuing of instant messages intended for the mobile subscriber while the mobile  
subscriber is not registered with the instant message system.

20. (Currently Amended) A mobile subscriber instant message system, comprising:
  - an instant message proxy located between a mobile subscriber and at least one instant message buddy of the mobile subscriber for queuing instant messages intended for the mobile subscriber while the mobile subscriber is not registered;
  - the instant message proxy further for notifying the mobile subscriber that instant messages are available for download from the message buffer only when the mobile subscriber has multiple messages stored in the message buffer to minimize connection overhead in the network; and
  - the instant message proxy further for enabling the mobile subscriber to retrieve the queued instant messages when the queued instant message parameters reach the predetermined limit.